





```

c) return (*x+aux.i3),
   move 12(/ebp), /eax
   move (/eax), /eax
   addl -4(/ebp), /eax

```

```

d) aux.i1 = F(&(*p1).tabla[i3], y);
   pushl 16(/ebp)
   move 8(/ebp), /eax # p1
   movl -44(/ebp), /ecx # j
   imull $40, /ecx # tabla[i]
   addl /eax, /ecx
   pushl /ecx
   call F
   addl $8, /esp
   movl /eax, -40(/ebp)

```

```

g) for(i=0, (i<y) && (i<(*p1).n); i=i+5)
   (*p1).tabla[i].i1 = (*p1).tabla[i3].i3 + i;

```

```

   movl $0, /eax # i=0
   movl 8(/ebp), /ecx # p1
   pushl /ebx
for:  cmpl 16(/ebp), /eax # i<y
      jge ffor
      cmpl 4000(/ecx), /eax # i<(*p1).n
      jge ffor
      imull $40, /eax, /edx # tabla[i].i1
      → movl 36(/edx), /ebx # (*p1).tabla[i3].i3
      addl /eax, /ebx # (*p1).tabla[i3].i3 + i
      movl /ebx, (/edx) # ... = ...
      addl $5, /eax # i=i+5
      jmp ffor
ffor: popl /ebx

```

```

h) if (aux.i1 != y) aux.i3 = i;
   else aux.i3 = j;

```

```

   movl -40(/ebp), /eax
   movl 36(/eax), /edx
if:   cmpl /eax, 16(/ebp)
      je else
      movl -48(/ebp), /edx
      jmp fi
else:
fi:

```

```

else: movl -44(/ebp), /edx
fi:

```

```

e) i = j * y;
   move -44(/ebp), /eax
   move 16(/ebp), /ecx
   imull /eax, /ecx
   move /ecx, -48(/ebp)

```

```

f) aux.c2[i] = aux.c2[23];
   movb -13(/ebp), /al
   leal -40(/ebp), /ecx
   addl $4, /ecx
   addl -48(/ebp), /ecx
   movb /al, (/ecx)

```

```

i) i=0
   while (aux.c2[i] != '\0') {
       aux.c2[i] = '#';
       i++;
   }

```

```

   movl $0, /eax
   leal -40(/ebp), /ecx
while: cmpl $'\0', 4(/ecx), /eax
      je fwhile
      movl $'#', 4(/ecx), /eax
      incl /ecx
      jmp while
fwhile:

```

```

fwhile:

```